

The background is a vibrant green with several overlapping, curved, semi-transparent shapes that create a sense of depth and movement. In the lower right, there is a faint, stylized pattern resembling a keyboard or a grid of keys.

Viz NLE™

Viz NLE connects the Vizrt real-time graphics pipeline with existing post-production environments and reduces design and development overheads.

Doing **more** with less

Viz NLE helps broadcasters to work smarter. Operators can now use graphical elements from the graphics pipeline directly in the station's post-production environment. More efficiency means less redundant workflows and more time to focus on creating exceptional graphics.

Viz NLE bridges third-party NLE systems, like Apple Final Cut Pro or NLE systems by Avid, with Vizrt's range of graphics products. Instead of manually recreating existing Vizrt graphics for use in post production, stations can now seamlessly insert and directly edit existing graphics in any major NLE system.

Using Vizrt graphics in post production

With Viz NLE real-time graphics have now found their way into the post-production environment. Live graphics are no longer confined to dedicated design workflows but can directly be used in third-party NLE system. This allows stations to work with the same graphical elements throughout the workflow. Existing Vizrt graphics no longer have to be recreated using another design software, instead, the station can now use their graphic elements both live as well as in post-production. In addition to avoiding redundant workflows by eliminating the need for multiple graphics versions, Viz NLE minimizes clutter in the database.



Viz NLE support in Final Cut Pro

Editing graphics in the timeline

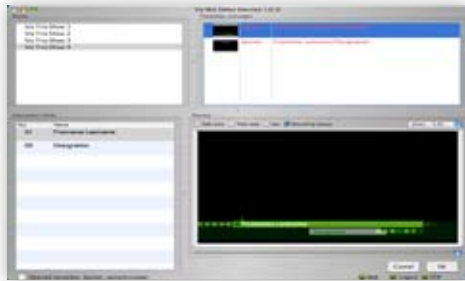
Unlike other solutions that can simply “inject” fixed graphics into the timeline Vizrt graphics, added through Viz NLE, maintain the ability to be edited: all standard controls and features, such as changing text, images, 3D objects, as well as scaling and positioning, are available in the NLE. This also means that animations can be moved on the timeline while maintaining their correct animation points. Out-animations will, for example, always be triggered at the proper time near the end of the effect and always run at the right speed even though the effect itself may have been stretched from 5 seconds to 10 seconds on the timeline.



Viz NLE support in Avid Media Composer

Powerful on PC and Mac

Viz NLE supports both OS X and Windows and integrates with the Viz Trio character generator, the Viz Content Pilot content management system, as well as the media asset management (MAM) system Viz Video Hub. In a Windows environment, the operator can use Viz Content Pilot to pick ready-made graphics for a specific story. With Viz Trio or Viz NLE Editor on the Mac, the operator can choose from existing templates to insert text, images and video to create new graphics which then appear in the timeline.



Viz NLE Editor for Mac

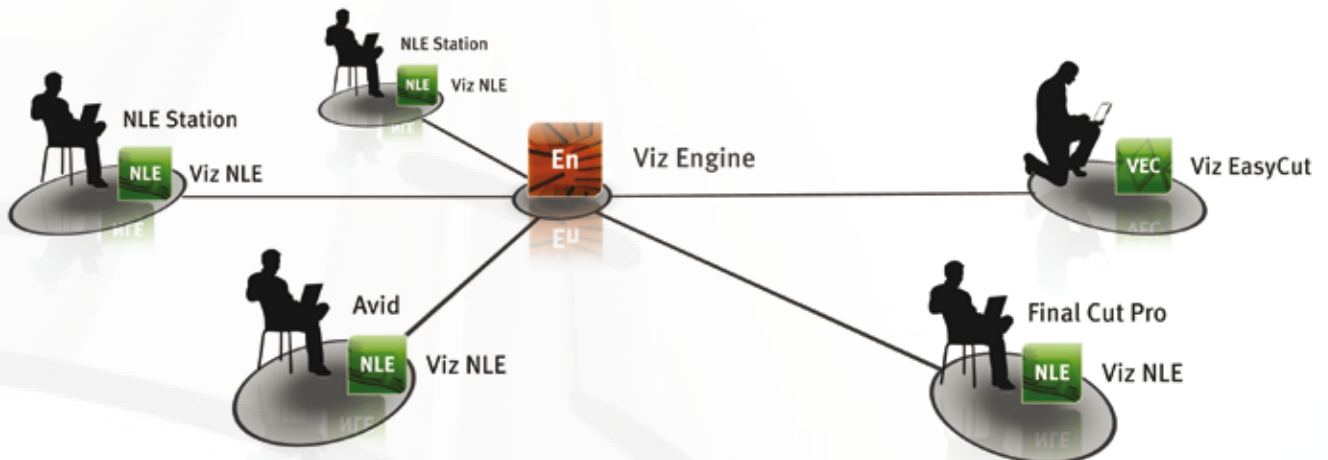
Supports leading NLE systems

To allow broadcasters to continue using their already deployed NLE system Vizrt developed a suite of plug-ins for many major third-party NLE applications. The following systems are supported by Viz NLE:

- ✎ Apple Final Cut Studio
- ✎ All Avid NLE systems with AVX support: Media Composer, Xpress Pro, NewsCutter (support for AVX2 will be added with Viz NLE 1.5)
- ✎ Viz EasyCut

In addition, some third-party vendors are developing Viz NLE-like functionality in their own software:

- ✎ Harris Velocity
- ✎ EVS CleanEdit
- ✎ Sony XPRI



Key Features and Benefits

- ↳ Connects the real-time graphics pipeline with an existing post-production environment
- ↳ Provides fast turn around in busy newsrooms
- ↳ Reduces design and development overheads
- ↳ Supports Final Cut Pro, Avid NLE products, Viz EasyCut, as well as other leading NLE systems
- ↳ Native support for Windows and Mac
- ↳ Animation safe-guarding guarantees accurate timing



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